Jeffrey S. Norris

HOME ADDRESS
2847 SANBORN AVENUE
LA CRESCENTA, CA 91214
818-957-6284
E-MAIL: JEFFREY.NORRIS@JPL.NASA.GOV

WORK ADDRESS
NASA JET PROPULSION LABORATORY
4800 OAK GROVE DRIVE, M/S 198-219
PASADENA, CA 91109
818-354-5472

EDUCATION

Massachusetts Institute of Technology   *Cambridge, MA*
Completed Masters degree in Electrical Engineering and Computer Science in June 1999. 4.75 / 5.0 GPA. Graduated June 1998 with a B.S. in Computer Science (concentration: Artificial Intelligence) and a minor in Music. Elected member of Sigma Xi, research honorarium.

University of Southern California   *Los Angeles, CA*
Pursuing a Ph.D. in Computer Science under the advisement of Professor Maja Matarić at the Center for Robotics and Embedded Systems. Thesis topic: Sensory transduction for assistive robotics and next-generation human/computer interfaces. 4.0/4.0 GPA.

EXPERIENCE

NASA Jet Propulsion Laboratory / California Inst. of Technology   *Pasadena, CA*
July 1999-Present
Senior Computer Scientist and Development Team Lead for the science activity planning component of the 2003 Mars Exploration Rover mission, Tactical Activity Planner during mission operations, and manager of the Maestro mission public outreach effort. Published 16 papers on spacecraft operations, downlink processing, and autonomous secure data distribution and have one patent pending. Helped design and develop the operations software suite for the 1998 Mars mission. Created the downlink processing system for the FIDO research rover and served as rover uplink lead for 3 mission field tests. Developed technologies that were the subject of 9 articles in *NASA Tech Briefs*. Received 2 NASA Honor awards and invited to give 3 invited seminars at NASA centers.

MIT Artificial Intelligence Lab, Learning & Vision Group   *Cambridge, MA*
June 1998-July 1999
Graduate research assistant for Professor Paul Viola. Completed a Masters thesis on face detection and recognition. Solely responsible for the design and implementation of a multiple-camera, vision-based door security system that identified and tracked people approaching the door and opened the door if they were authorized to enter.

Charles River Analytics   *Cambridge, MA*
June 1998-Sept 1998
Designed and implemented a vision-based obstacle map generation and path planning system for JPL/NASA's planetary rover project. Published results.

MIT Media Laboratory, Intelligent Graphics Group   *Cambridge, MA*
Sept 1996 -June 1998
Director of development and chief designer on the Department of Transportation Knowledge Display Environment contract. Managed a team of four developers. Performed independent research in graphics and interface design.

SKILLS

Expert software designer and developer in C++, C, Java, LISP, and Matlab on UNIX and Windows platforms. Strong knowledge of artificial intelligence, robotics, internet security, distributed operations, and software engineering. Experienced in leading and working on project teams. Skilled user of many 3D modeling, mathematical simulation, and image processing applications.

PERSONAL

My hobbies include cycling, swimming, cooking, and composing music.